

Figure 1

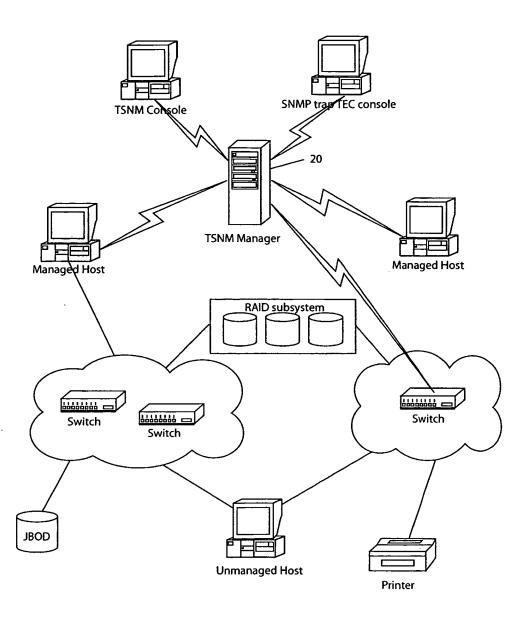
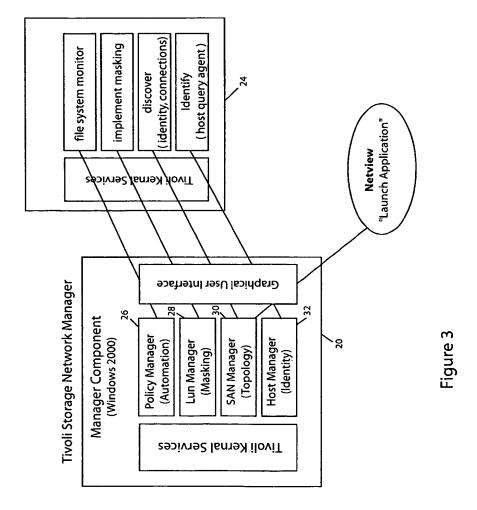
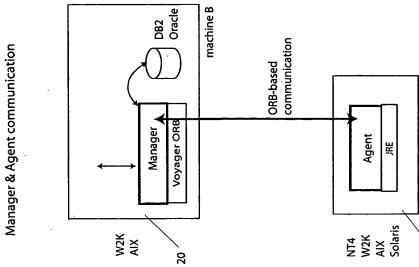


Figure 2



machine C

24



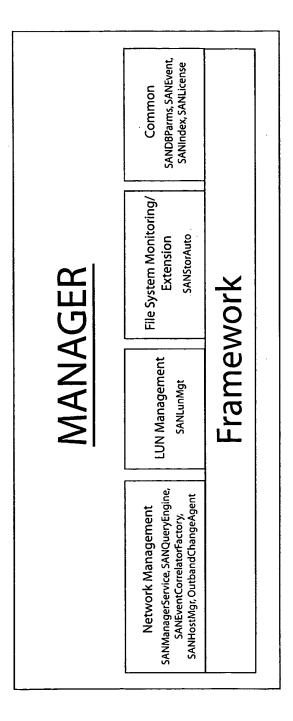


Figure 5

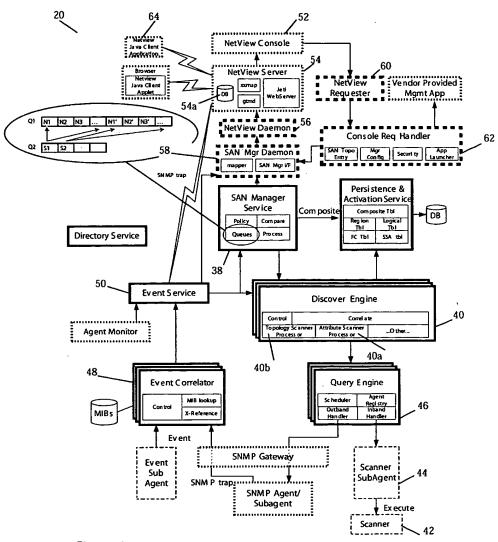
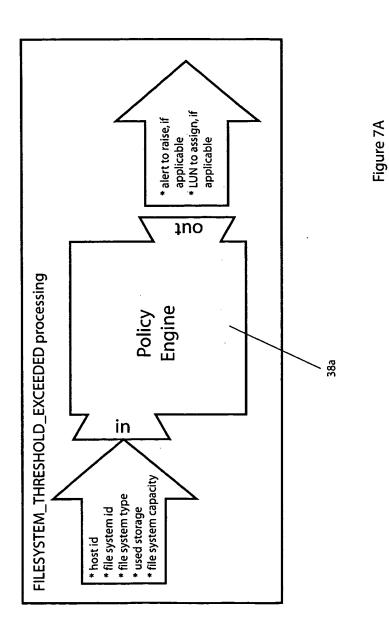
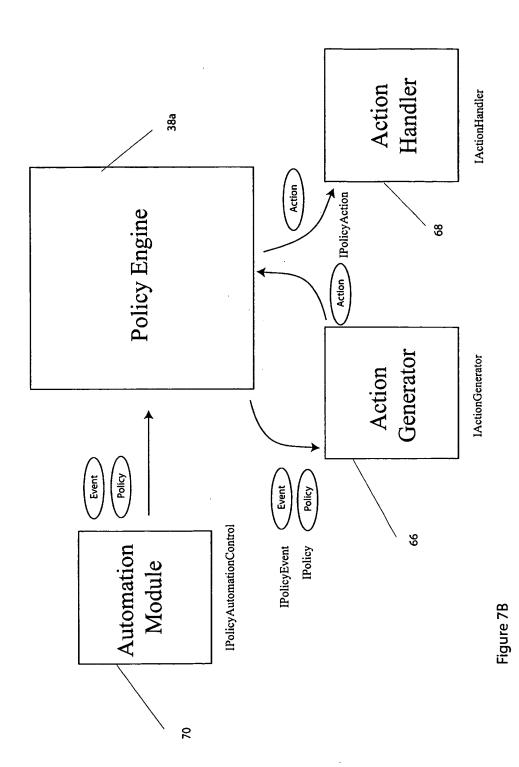


Figure 6





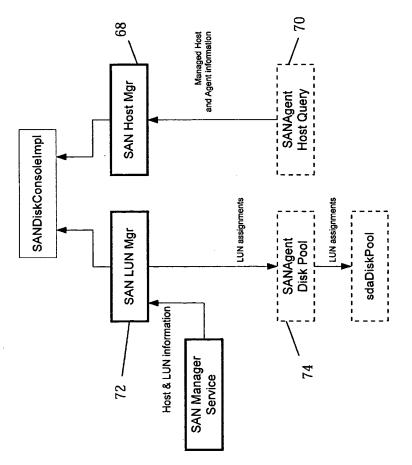


Figure 8

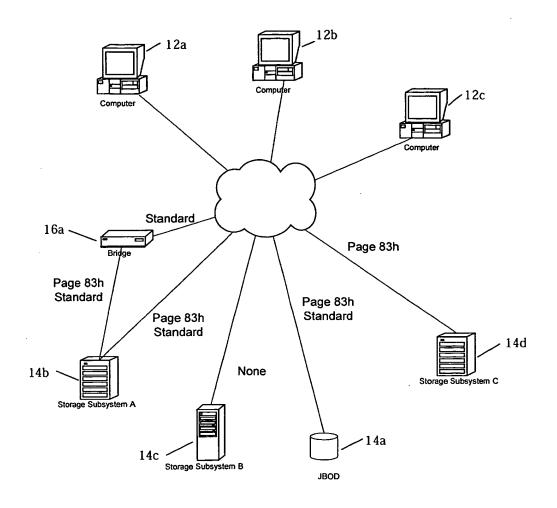
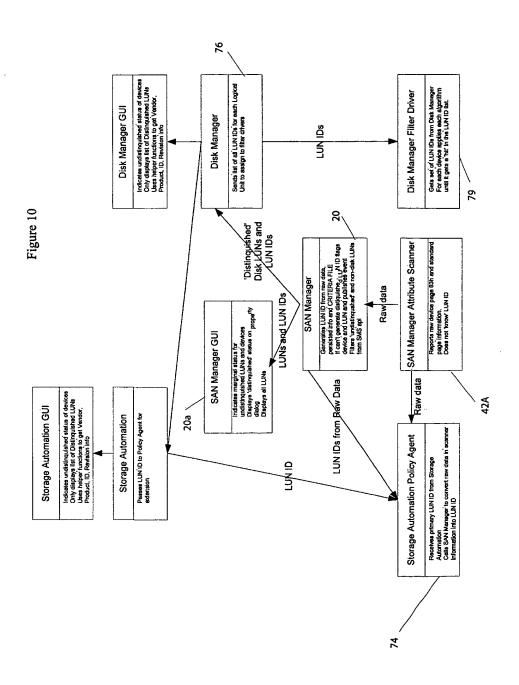


Figure 9



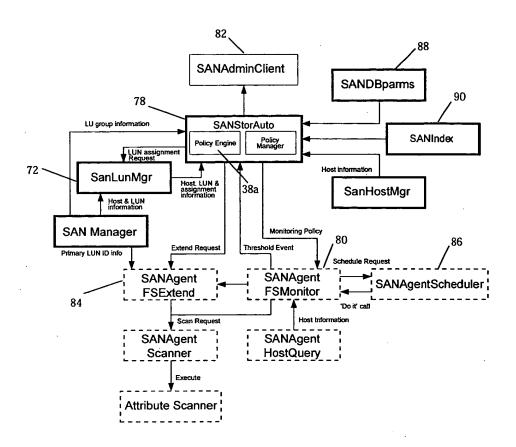


Figure 11

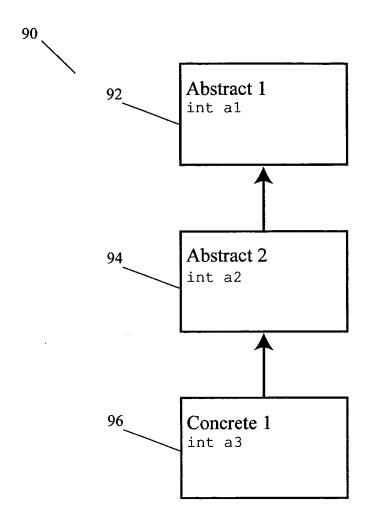


Figure 12

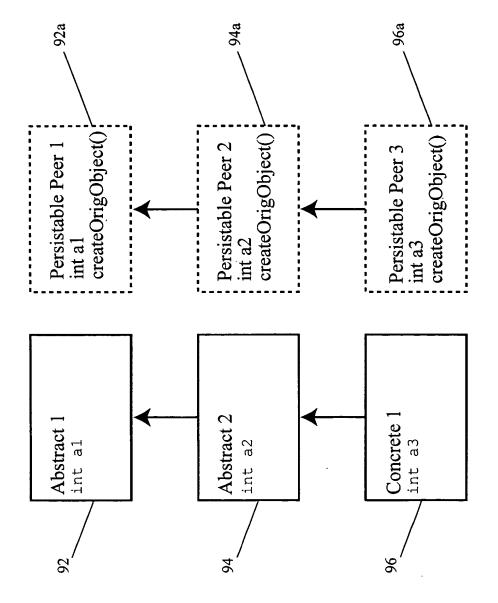
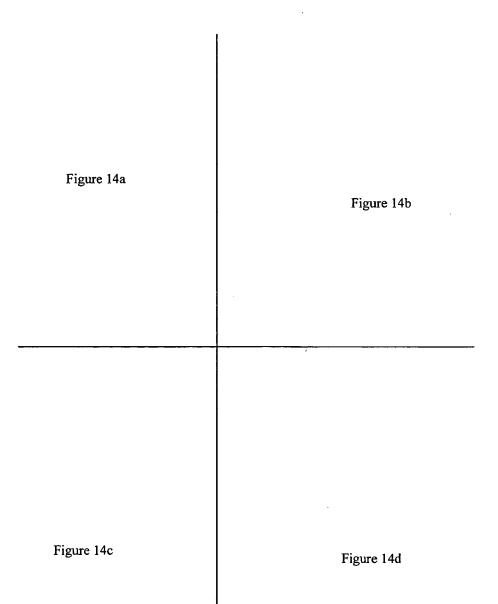
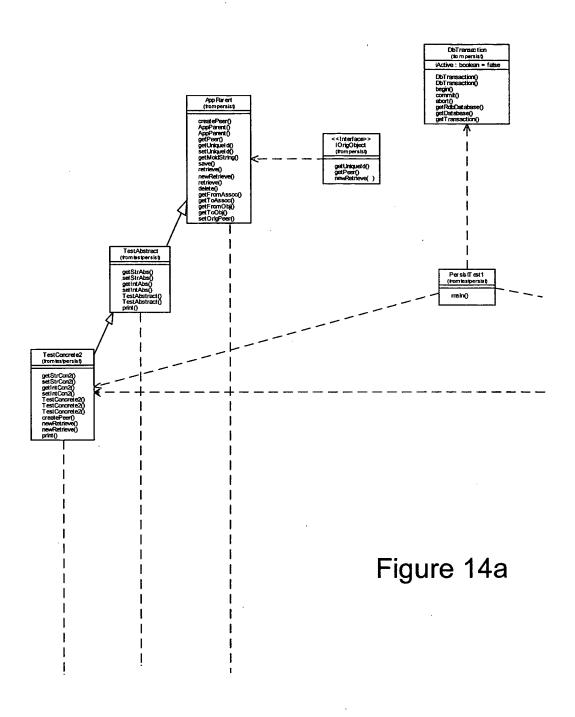
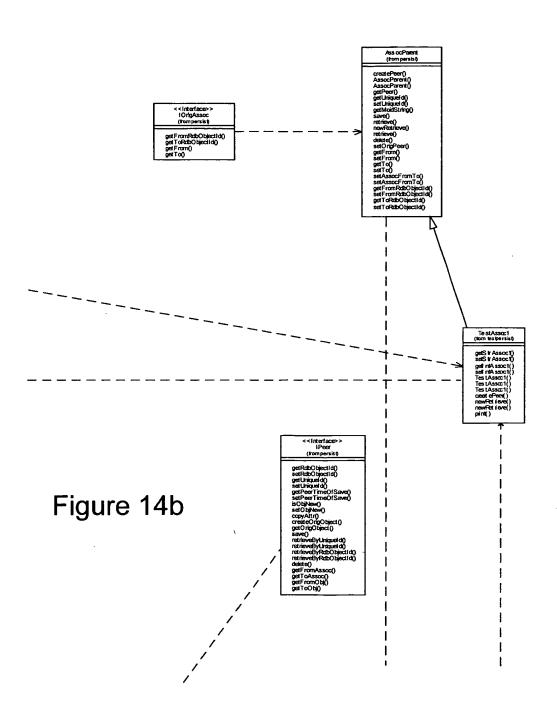
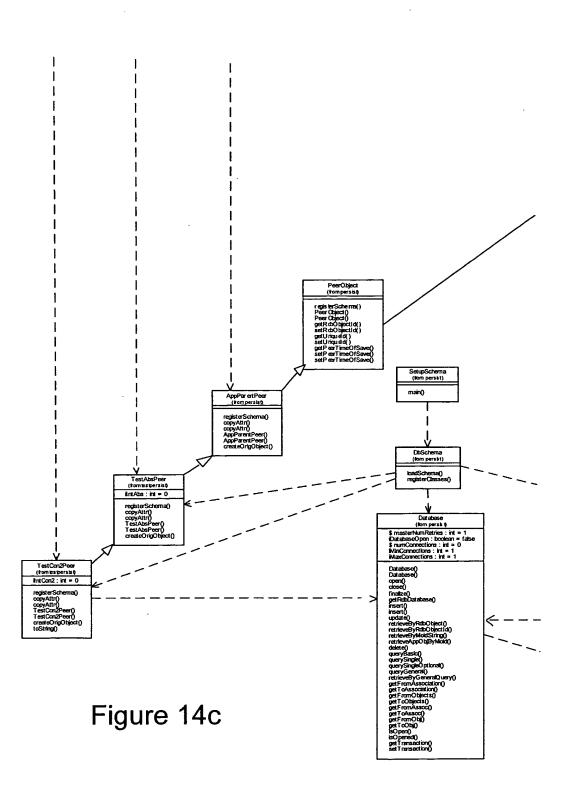


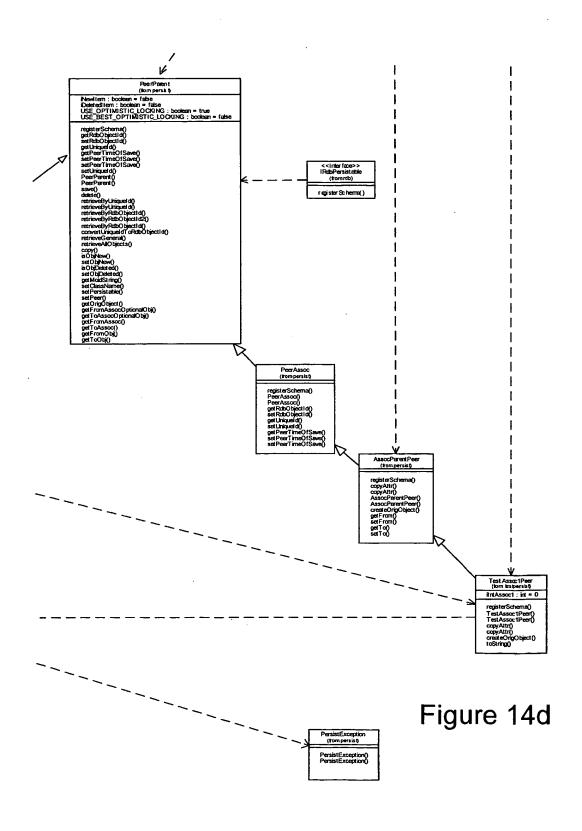
Figure 13











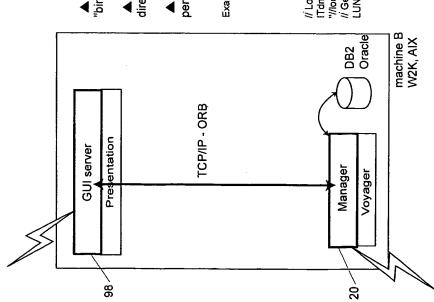
GUI (server) & Manager communication

 Manager creates objects (services) and "bind" them to Voyager directory service

GUI "looks up" the object by name in directory service and get the object "proxy" ▲ GUI invokes object methods to obtain info or perform operation

Example: Class TDMServer()
LUN[] getAccessibleLunsByHost(HostaHost)
LUN[] getAccessibleLunsByHost (java.lang.String ip)
LUN[] getAllAccessibleLuns()
LUN[] getAllAccessibleLuns[)
LUN[] getAssignedLunsByHost(HostaHost)
LUN[] getAssignedLunsByHost(java.lang.String ip)

// Look up the ITdm Server proxy object from the directory service ITdmServeraTdm = (ITdm Server) Namespace lookup("//localhost:9000/sandir/TdmServer"); // Get a list of all LUN objects in the region. LUN[] temp1 = aTdm getAllAccessibleLuns();



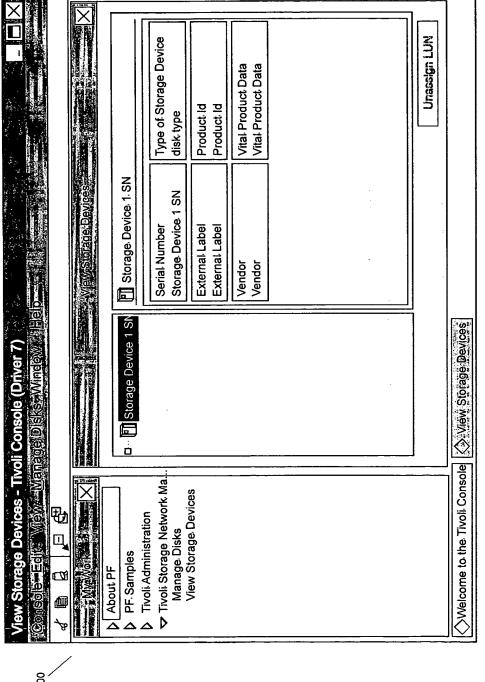
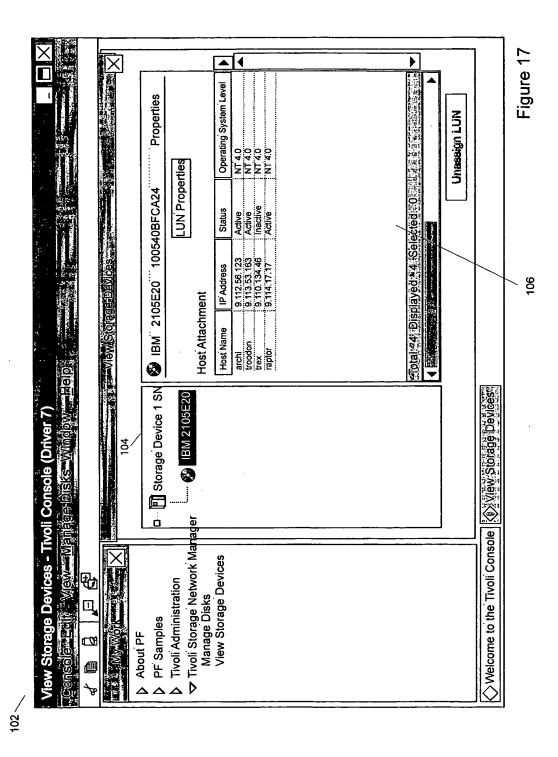
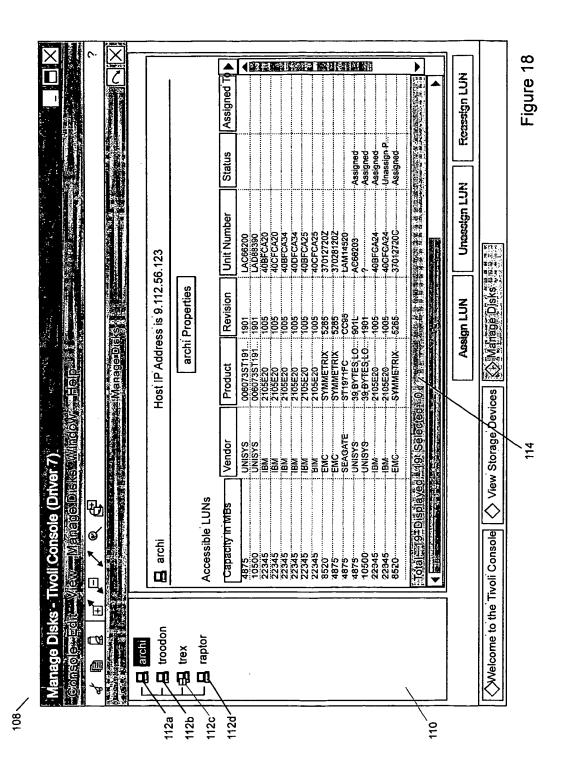
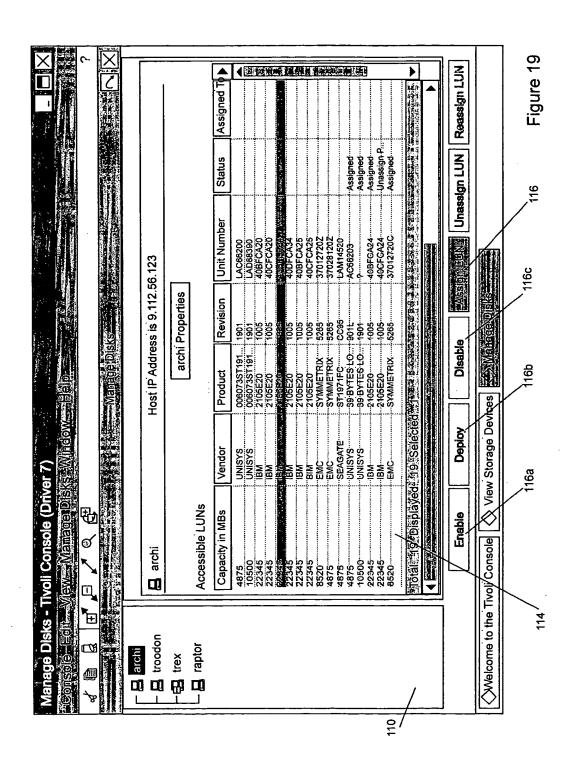
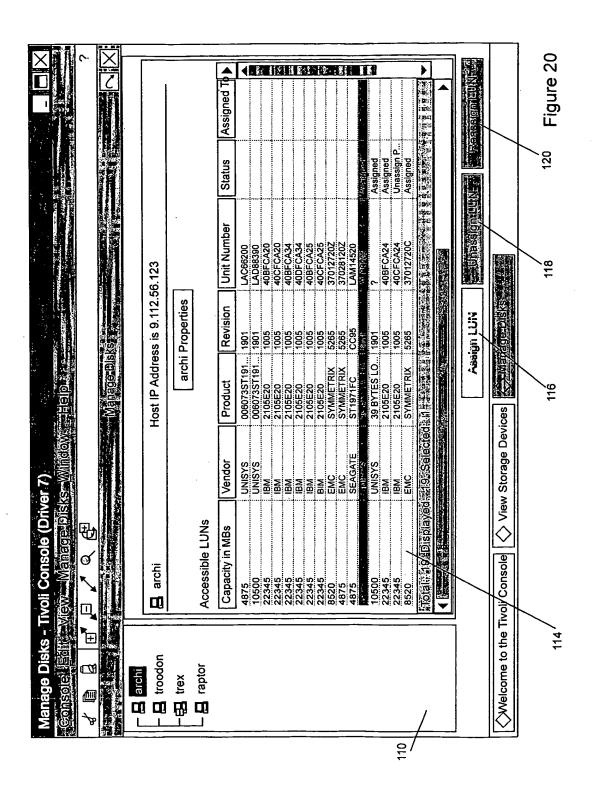


Figure 16









Clearing the Filter

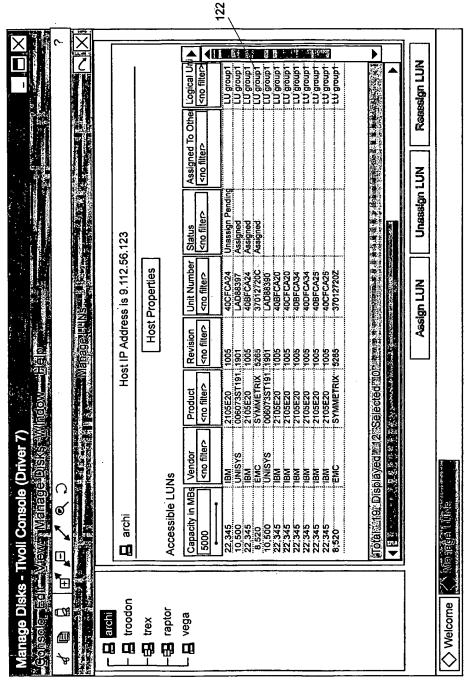


Figure 21

Custom Filtering

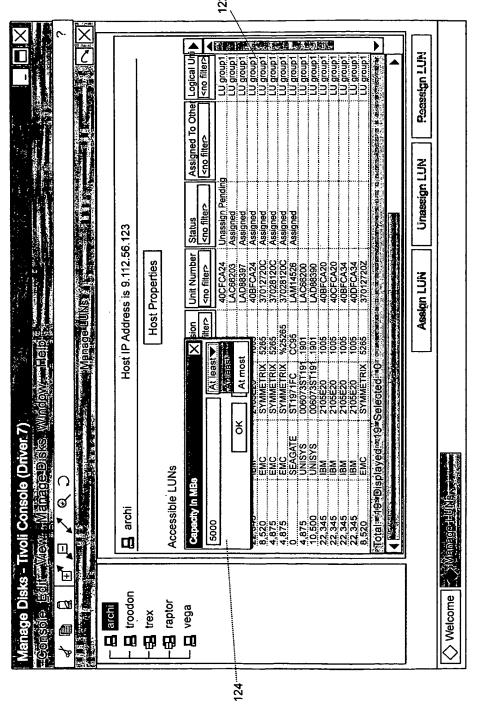


Figure 22

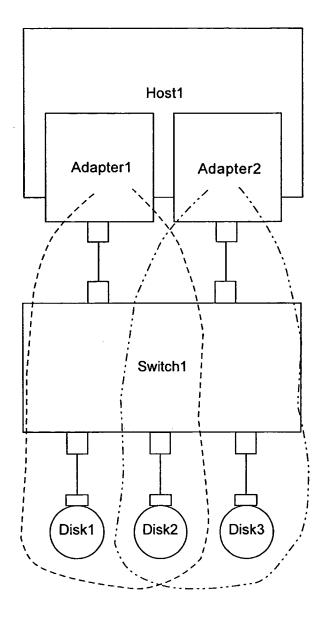
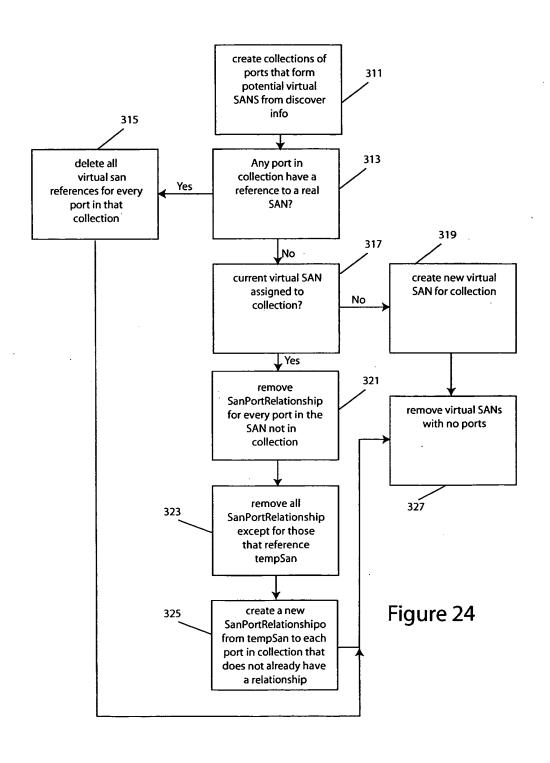
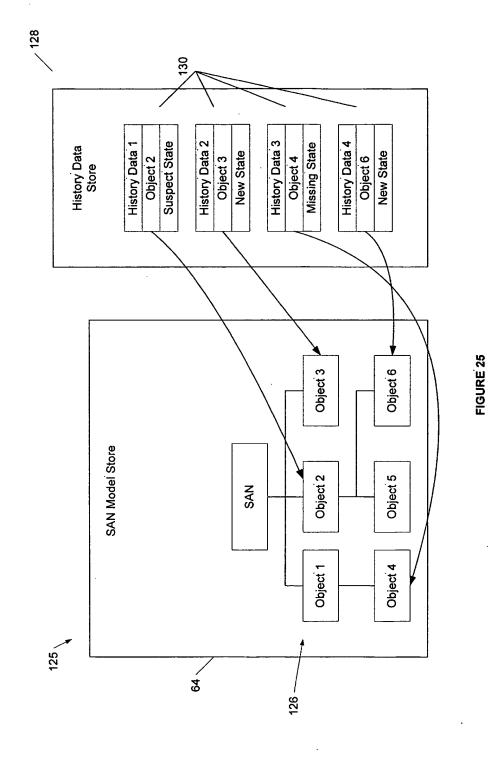
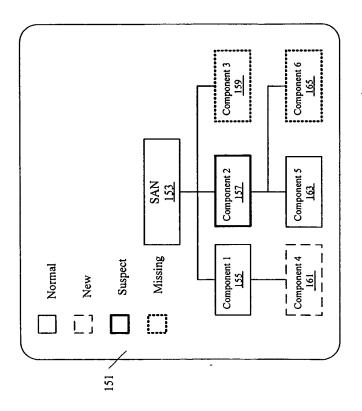


Figure 23





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'IGURE 26

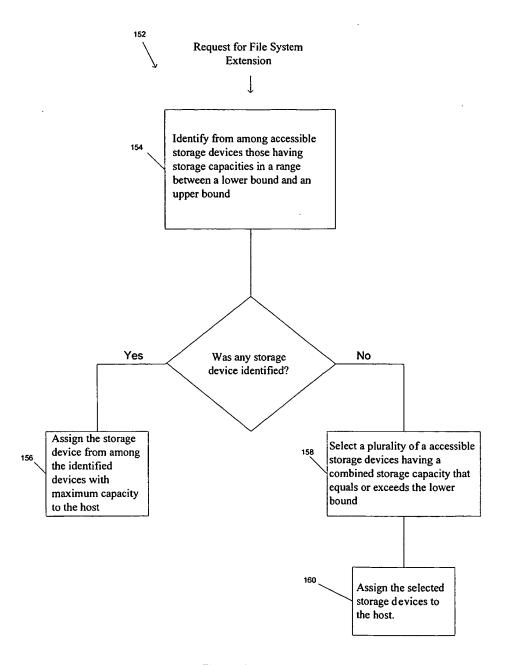
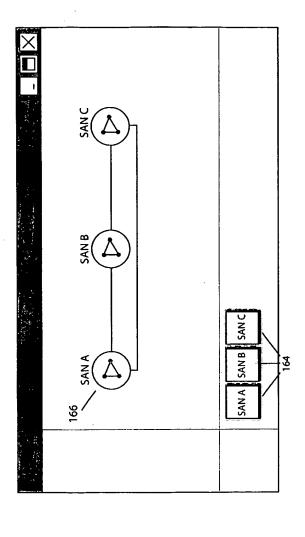


Figure 27



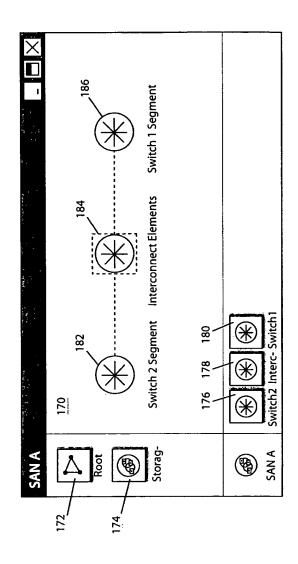
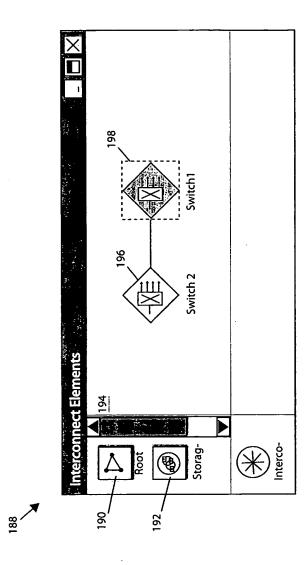
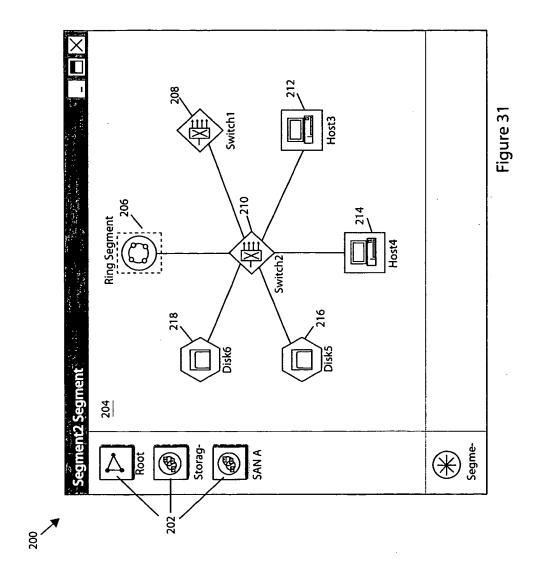
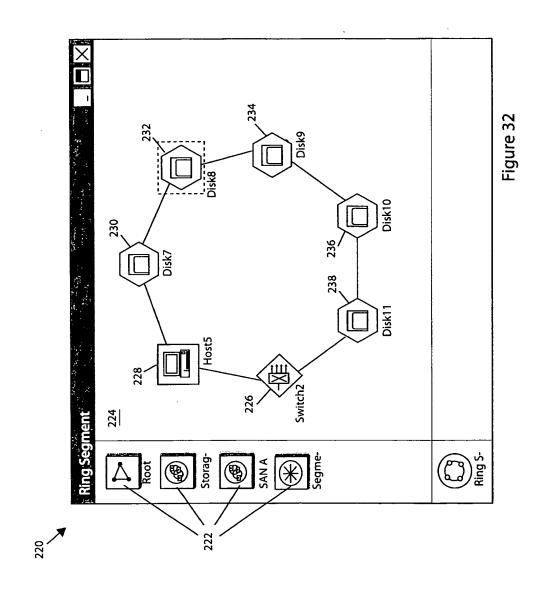
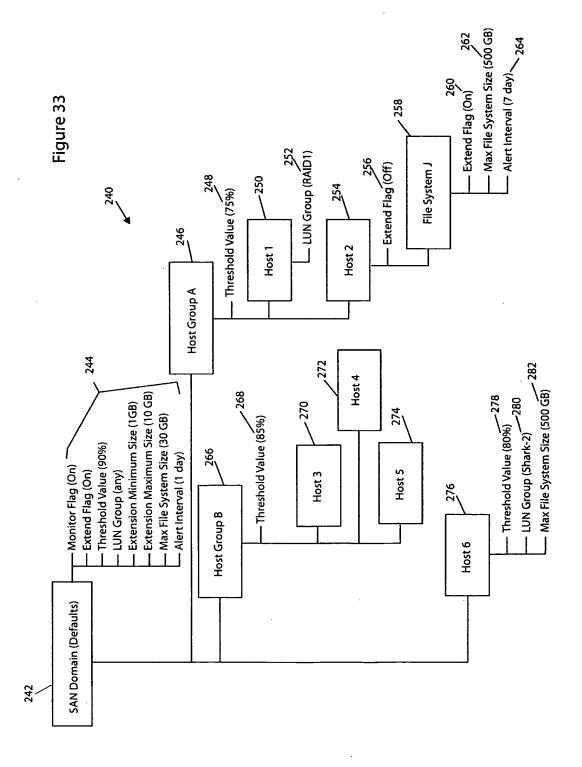


Figure 29









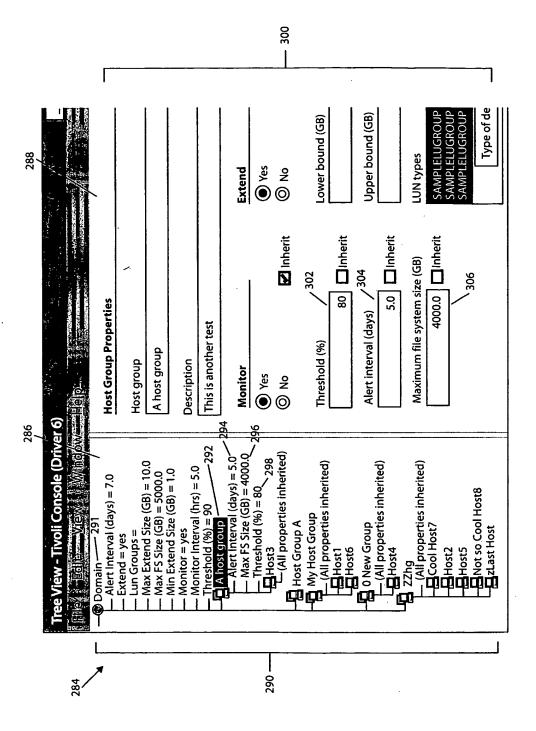
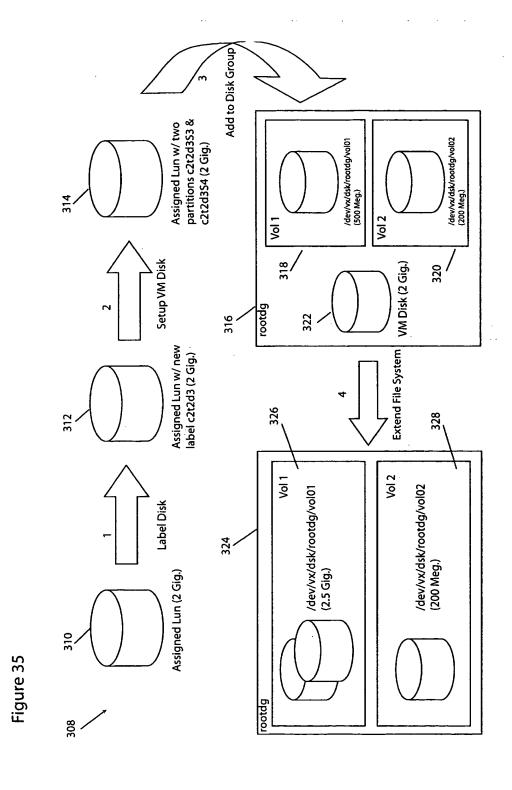


Figure 34



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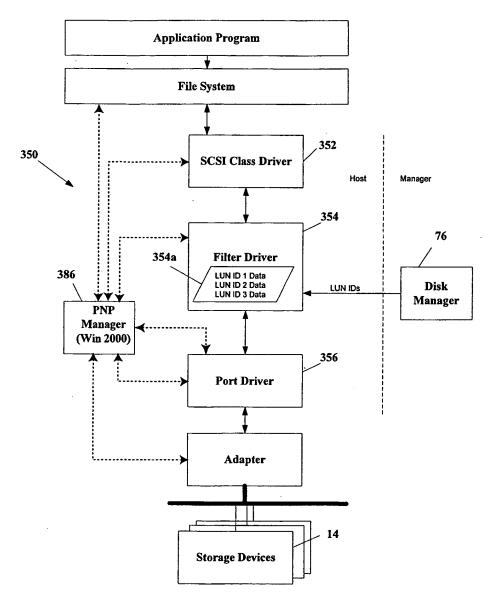
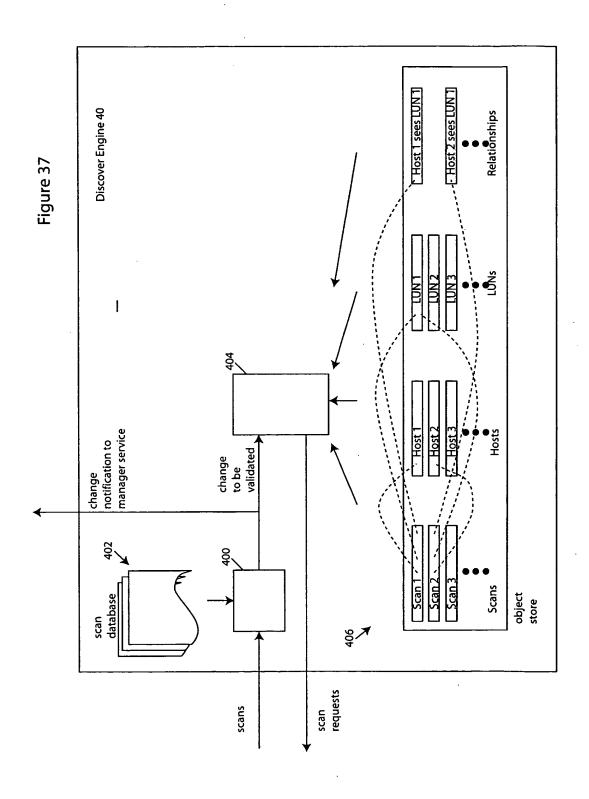


FIGURE 36



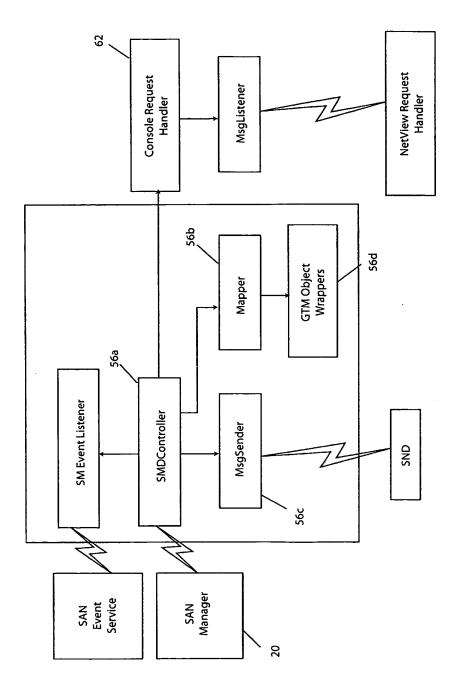
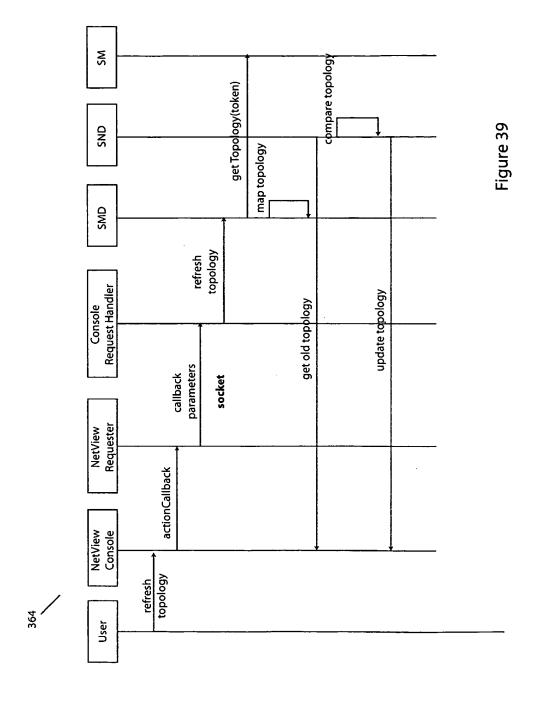
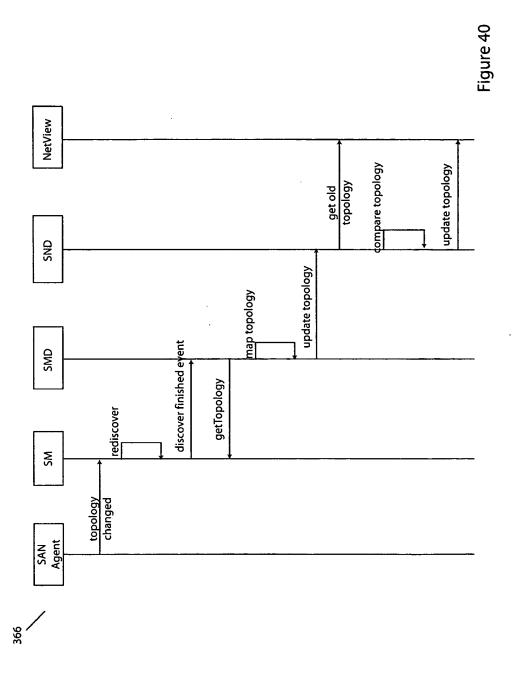
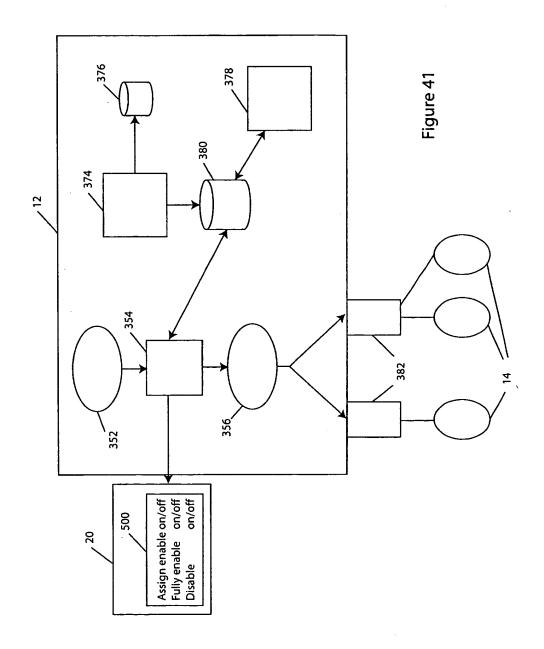


Figure 38







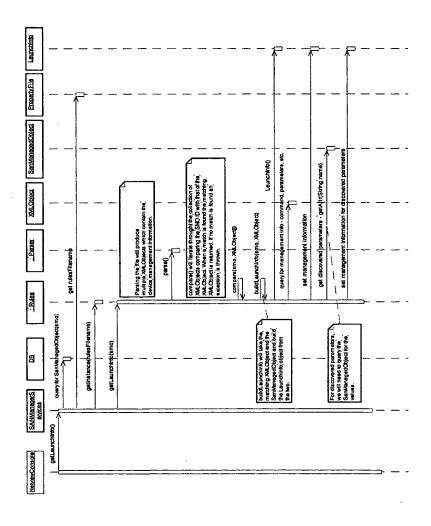


Figure 42

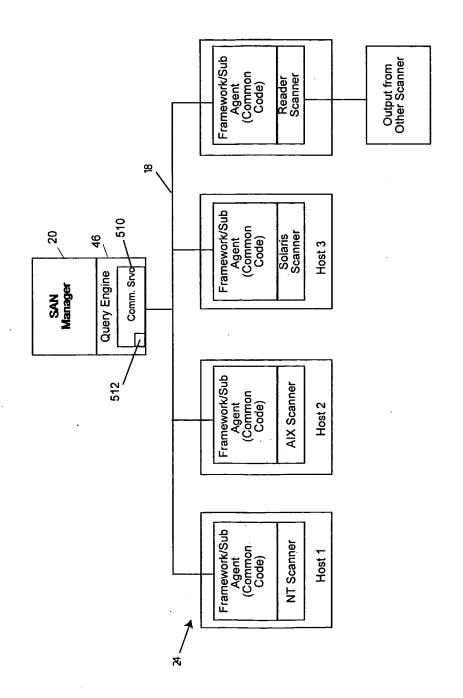


Figure 43